

ISSUE 33



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Hi there and welcome to the 33rd issue of Shoot You Sir! We have some interesting stuff this month, with a look at a monochrome shooter, on a modern console and a colourful blaster, from the 1980s arcades. Please do enjoy and remember, we'd love to hear from you, as your comments or even articles/reviews would be very welcome indeed. Happy Gaming.

SHOOTER NEWS



Toaplan Arcade Shoot Em Up Collection Vol.2

A new trailer has been released for the up coming Steam release of Toaplan Arcade Shoot Em Up Collection Vol. 2. It features four classic games: Hellfire, Flying Shark, Fire Shark, and Slap Fight. Here's a breakdown of the game, source - Gematsu.com: Hellfire (Steam) - Toaplan's first side-scrolling shooter, known for its blazing graphics and strategic gameplay. Save the galaxy by burning aliens to ashes with the

ultimate firepower!

Flying Shark (also known as Sky Shark) (Steam) - A military shmup adventure with destructive power-ups, stunning graphics, and evil enemy forces to destroy!

Fire Shark (Steam) - Set the skies ablaze and endure white-knuckle shmup action in this no-nonsense aerial trial! Fly solo or play in cooperative play.

Slap Fight (also known as Alcon) (Steam) - A brain-melting vertical shooter with gauge-based power-ups that'll get your blood pumping!

Like the games in the original Toaplan Arcade bundle, the games are available in the collection or separately via Steam store.

Coming to PS5, Xbox series, Switch, & Steam in the near future is **Nova Strike**. A full screen vertical scrolling shooter with 2D Graphics. The game looks good and has been described as a 'Rogue-like' game. It merges arcade elements with some basic RPG stuff. Every time you play it is different. The SFX are cool. It might be a hidden gem that is a lot of fun when it comes out. There are over 40 defensive and attacking skills to unlock and equip in the game. So keep your eyes peeled if this sounds like the sort of SHMUP you might like!





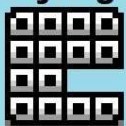
This is a vintage Toaplan vertical run and gun arcade shooter. Set in 2097, you join a team of mercenaries hired by the 'space fixers'. The player traverses vertical environments of cyber sci-fi design, taking on mechanical beasts and dodging oncoming bullets and lasers. Being a Toaplan game, you know the game poses a challenge from the

start. Luckily for those of a nervous disposition, this version of the game (found on Steam, but likely coming to consoles near you, soon), comes with the options to increase your lives and lower the difficulty. The gameplay screen size is set to a 3rd of the screen and is dead centre of that screen. The options do not allow you to increase this, but you can rotate the screen, which is really handy for those that want to play on a vertical basis.



You also have the options to include scanlines, smoothing, or pixels. You can also change the border overlay in the options, which allows you to have imagery of the game, stats for one or two players, or tutorial (handy icon images and how to play), or music visuals. All of this is a really cool inclusion, and much appreciated. The gameplay is fast and intense. Controls are basic directional 8-way, fire button, and bomb button. Another game with cyber-style bullets, and it does look very cool. The sounds in the game are very plinky-plonky, and do not hold up.

The tunes are catchy, but in the annoying way that some really old arcade games have. Low-bit, 16-bar riffs repeating over and over during main levels, gets a bit tiring after a while. Sound effects sound decent enough, but do not elevate the game above its contemporaries. The game controls can feel rather limiting at times, and yes this is an old arcade game, but they do not hold up. The game shouts early 90's and does not feel as fun or engaging to play as something like Cyber-Lip on the NeoGeo, another run and gun game released in the early 90's. To be fair, Outzone is closer to the Ikari Warrior style games from SNK than anything else.



TOAPLAN





And it would not be fair to compare it to the masterpieces that are Metal Slug and Shock Troopers. I get the impression that Outzone would be a lot of fun playing two players in a dark arcade CIRCA '90, or couch co-op on the

sofa at home, CIRCA 2020's. The strengths for Outzone come from the fairly fast-paced gameplay, and knowing the levels inside out. It feels like a coin swallower, rather than an arcade game that transcended the arcade medium itself.



But that is coming from someone that did not play this game in an arcade, when it came out, nor did I enjoy Ikari Warriors or Commando - please don't shoot the messenger. With that said, I do really like the cyber-punk aesthetic the developers chose for the game, and the enemy

history, and what they went on to produce, once CAVE was founded. This game, I played on Steam, and that was after I finished playing through Space Dragons and Super XYX, so that maybe influencing my experience.

The further you go into the game, the more the environments evolve, including a level where you are on a moving platform, which was really cool. Visually the game looks great, and environments are well detailed, and keep the game feeling dynamic in later stages. This game is for fans of the original game with nostalgia for playing it in the arcades, as well as someone collecting Toaplan games.

TOAPLAN

It's worth a play, even if it just to experience part of Toaplan's history. For most people, they will likely get more out of the Hamster ports of Shock Troopers and S.T. Second Squad, which came out later in the 90's, and provide a much stronger experience and visuals.

GAMEOVER

SCORES

Graphics: 15 Sound: 12 Control: 13 Fun: 16 Lastability: 18

OVERALL: 74%



A BLAST FROM THE PAST

REMINDER: Shoot You Sir! is a fanzine that covers shoot-em-ups from the 16-bit era, roughly from 1990, onward. These Blast From The Past articles deal specifically with games before that and are written more as a fond memory, rather than as a full on review, with scores, that take up most of the fanzine. Happy retro gaming.



Side arms, or to give it it's full name **Hyper Dyne Side Arms**, was a horizontally scrolling shoot-em-up, developed and released in 1986 by Capcom, for the arcades. You had control of a flying mecha (anime, fighting robot) and took on an alien army, the "Bozon", defending the Earth. It was designed by Yoshiki Okamoto and Noritaka Funamizu and the music for it was composed by Ayako Mori. Rather unusually, for the time, Side Arms could be played in 2-player, co-op mode.

The controls were simple but very functional, with the usual 8-way movement, via the joystick and there were 3 action buttons. One for changing your weaponry, that is collected during play. A second, to shoot left and the third button to shoot right. There was a good range of weapons/power-ups, that were collected in



the usual way, of shooting and then passing through the icons. You could collect a speed upgrade, additional firepower for your standard gun, a shotgun with a spread shot, a 3-way shot and a laser beam. There was even a speed slowdown icon, if things were getting too fast for you. There were also 2 "Auto" power-

ups. One that allowed you to fire continuously with either firing button held down; the other allowed you to shoot upwards, downwards and forwards at the same time, but this one slowed the fire rate down a bit.





Another rather clever idea, for the time, was the ability, when playing in 2-player co-op, to combine the two separate mechas into one giant mecha. This was achieved by collecting special power-ups, shaped like the Greek letters α and β . This giant mecha could do an 8-directional attack, along with the regular attack. One player would

direct the giant mecha and do the regular attack, whilst the other player used the special 8-directional attack. But if the combined giant mecha suit got shot and hit, the two players got separated and reverted to flying and shooting separately. For it's time, Side Arms was a good looking and sounding



shooter, with a decent amount of challenge and a good atmosphere. It got ported onto a number of platforms of the day, including PC Engine, PC Engine CD-ROM, Amstrad CPC, Atari ST, Amiga, Commodore 64, DOS and ZX Spectrum. If you fancy a try at this blast from the past, it is included in the Capcom Arcade 2nd

Stadium for Nintendo Switch, PlayStation 4, Xbox One and on the Microsoft Windows Steam platform.



SQUAD 51 VS. THE FLYING SAUCERS

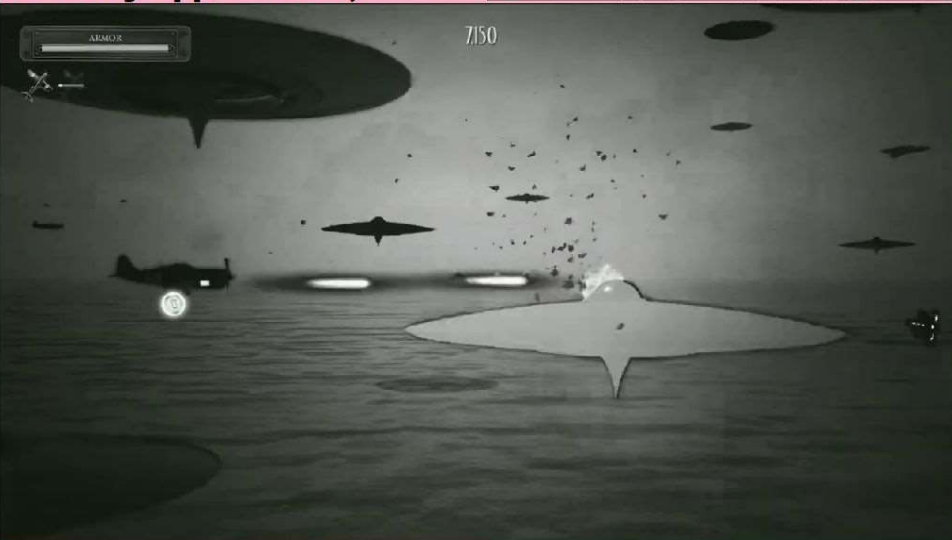
GAME REVIEW

By Slyelessar



Originally named during development as 'Squadron 51', as the news section in one of our much earlier Shoot You Sir! Editions will show, this game is a horizontal SHMUP with a vintage black & white sci-fi film aesthetic. Each level has a little intro FMV with a mix of CGI and recorded footage with black and white old school film

footage. This is displayed with lower frames per second in keeping with the whole vintage aesthetic look. I have to point out, this is lovely and looks really good. Even the footage voice overdub is slightly out of sync with the footage, very reminiscent of the time period the game is set. All of this atmospheric build up is really appreciated,



and it looks great. Even the menus have vintage theatre/film fonts and filters; a great little touch. This is all taken into the gameplay as well, with enemy sprites looking right out of 1930's sci-fi films. Flying saucers and some equipment adapted to look like very early steampunk, can be found coming at you from all sides.

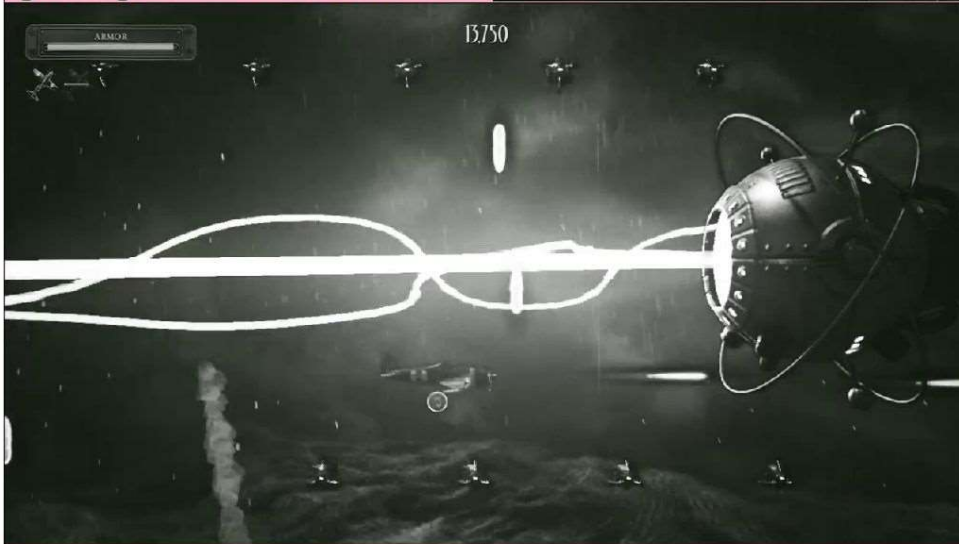
The first level (Part 1: A strange new world) has a 2-stage fight with an old fashioned submarine, with a slight sci-fi twist. Half way through the first level you enter a storm, which looks great, and after dog fighting your way through enemies you are met with a huge periscope you have to fight, which is stage 1. Stage 2 is the submarine





coming out of the sea and fighting you. This is a little tricky due to the controls, but it is not a hard fight. The aircraft you are piloting is a Circa pre-WW2 plane, which controls much like one. You are constantly scrolling left to right, and your aircraft cannot turn around. When you move the aircraft up or down, it very much has the feel of how

you would expect a plane from that time to move. Meaning that your shots arc up and down as you do this. Typically you fire in a straight line, but this wave/arc motion means the bullets follow the same trajectory. It gives the game a unique feel, and blends with the aesthetics, but it will take a bit of getting used to. The more



you play the game, you are able to purchase power ups and items for your aircraft, which you can add on. For instance, you can make your aircraft ever so slightly less vulnerable to enemy attacks or reduce the size of your hit-box slightly. You can have a missile that droops out of your plane and heads ground wards, once again feeling like this

is part of the aesthetic. These controls are not tight and will take a while to get used to. Again, this was clearly a choice the developers went for, to allow for more bleed, into the aesthetic. I feel like this could have been tightened up a tad to improve the overall experience if I am being honest, but it doesn't feel out of place per se.





SINGLE-PLAYER

Single-player mode.

TWO PLAYERS

Local multiplayer mode. You and a friend play cooperatively - but you can also compete for the better score!

Choose Select Back

When you you lose your life/ die within the game, a news paper from 'The Planet' or 'World Mail' comes up with headlines about debris from Squadron 51 found and the like, which feels rather more organic than just 'game over' (which flashes up after you press a button). Before, I mention-ed the storm in the first level when fighting along the sea.

Well, this environmental scene is something that is repeated in the game in different ways. For instance, in stage 2, about half way through you hear a rumbling as you are firefighting your way across an arctic landscape and then all of a sudden there's an avalanche. I managed to avoid this on my first play through and expected the same thing



on my second play through, so I flew a bit higher, and the avalanche had changed to roll over itself to reach higher up the screen. A rather cool trigger for the attack, and another nice touch from the developers. I don't think that this game was made for everyone. It has a very distinct flavour, and it certainly won't be competing with your bullet hell games. It's closer to a more traditional shoot em up, but with some quirky mechanics. This is an experience and a challenge, and the developers clearly made the decision to create a really cool game. This is something they achieved, and the monochrome visuals look beautiful. One of the actors used in the cast for the FMV sections looks a lot like Kathy Bates but I cannot find any information to corroborate this on the net. The FMV's themselves do not interrupt gameplay and help to make the game more enjoyable. Sonically, the game has traditional black and white film music score, which is rather unique for a SHMUP. Explosions and bullet fire are also kept to this time period but do not feel weak by any means. The brief radio chat at check points in levels is pretty cool as well.

The dubbed voices in the FMV sections are entertaining and clearly not meant to be sync'd up a hundred percent. The sound FX just feeds more into the feel of the game, making it a better overall experience. The bottom line: Unique, quirky, with a lot of love injected into it. Squadron 51 Vs The Flying Saucers is one of the most fun and possible most frustrating experiences you will have with a SHMUP. The vintage film aesthetics are beautiful, and add to the art and hard work that have clearly gone into the game.

SCORES

Graphics: 19 Sound: 18 Control: 15

Fun: 16 Lastability: 14

OVERALL: 82%