

Issue 35



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Hi there and welcome to Issue 35 of Shoot You Sir! Here in the UK, the weather has become very autumnal, so now we don't have to feel guilty about staying in and playing those shooters. Whether you prefer vertical, horizontal or run and gunners, there's a whole lot of new and old stuff out there, for you to get your teeth into. Keep on blasting and of course, Happy Gaming.

SHOOTER NEWS



Contra: Operation Galuga. After going through a difficult patch, the Contra series is back reverting to its roots of 2D run 'n gun action. Before I jump into anything else, I have been impressed with what the trailer has shown in regard to two player co-op - it looks like its going to be really fun. Graphically, it's much more modern, with crisp looking graphics.

The story is: When the Red Falcon terrorist group takes over the Galuga Islands, just off the coast of New Zealand, the elite Contra commandos, Bill Rizer and Lance Bean spring into action, which initiates an all-out war in, which the fate of mankind hangs in the balance!



So, the original run-'n'-gun game is back, re-imagined and more action-packed than ever! Attack aggressively across eight explosive stages! Infiltrate the jungle, ascend the waterfall, speed through an enemy base on a hovercycle, and more! Multiple playable characters with distinct abilities! Epic, screen-filling boss battles! New and fan-favorite weapons, now with stackable upgrades and incredible Overload abilities! One to keep an eye out for.



GAME REVIEW

By Graham Pike

Rigid Force Redux takes the original side-scroller from 2018, Rigid Force Alpha, and pimps it up. Released in 2020, Redux has a 3D, CGI look to it's very 2D, horizontal shooter, gameplay. Like many traditional shmup players, I love the old school, 2D, hand drawn artwork but I have to say that Rigid Force Redux does look really nice. The Switch's

hardware and this game's software, work very well together, to create a smooth looking and playing game. Although, like many futuristic CGI games, the colour palette always seems limited. I'm sure it could be argued that this creates a certain ambience and style but I'm not so sure. Overall though, this game looks pretty ace, with great detailing, lighting and



animation. The music has a 1980s sci-fi movie sound to it, that the publishers, Headup Games, call a "Synthwave Soundtrack". It certainly blends with the game's look and play, pretty well. Also there is an ongoing story line, with speech and text, from an alien female, that does a good job of creating the game world for you and explaining upcoming missions.

There's just enough here to draw you in but not bore the pants off you with the the endless waffle that some games suffer from. In general, I prefer out and out arcade style shoot-em-ups and Rigid Force Redux is definitely not that. But it has to be said that this game is very much rooted in traditional shooter styling and in fact has some of the most enjoyable game



play I have encountered, for some time. In my opinion, it gets the balance of variety of tactics and simple blasting fun, just right. And that, with the large variety of enemies and obstacles in this game, creates one excellent shooter. The game has the usual, primary forward shot, that can be changed with power-up collecting. You also have a long, green, energy meter, along the bottom of





the screen. This is filled by collecting green energy motes, that are given off by destroyed enemies. Your secondary attacks, which will give you a powerful shot or an energy sword, that negates nearby bullets, can be upgraded by power-ups, and will drain your energy meter. You also have a button to rapidly suck up the energy motes on screen but this slows your ship.

And best of all, you can collect a power-up that gives your ship a satellite, called a Force Shard. This you can control to fire in 4 directions, including firing backward. Essential to progress, it can also help you focus your shots. So, as you see, there is plenty to get your teeth into but not too much. It really doesn't take long to master and enjoy.



This game has plenty of challenge. Your ship can take a few hits before it is destroyed but you only get 3 ships before it's game over or retry the mission you just failed. There are difficulty settings and these are set well, so even easy has a lot of challenge and it just gets tougher, so the experienced shooter fan will definitely have a lot of fun and even the beginner

can have a go and if persistent, will get progress. There's an arcade mode, for a quicker blast but unusually for me, I preferred the Mission mode. This game has the look of R-Type but to my taste, is far more enjoyable, with the blend of strategy and reaction skills, being set just right. On top of the missions that need completing, there are also forty in-game challenges/achievements that will keep the hardened players going for some time. Nice to see a modern game getting it so right. Nothing's perfect but Rigid Force Redux really surprised me at how good it was.



SCORES
Graphics: 18 Sound: 17 Control: 18 Fun: 19 lastability: 18
OVERALL: 90%

A BLAST FROM THE PAST



— GRADIUS —

PRESS START
ONE PLAYER ONLY

1ST BONUS AT 30000PTS
AND THEN EVERY 60000PTS

Konami©
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Gradius was a side-scrolling shooter from 1985 by Konami. An arcade shooter, running on Konami's 16-bit, Bubble System hardware, that formed quite a legacy. In this game you had a Vic Viper trans-dimensional space-jet and took on a horde of alien enemies, coming at you in what would today be, very recognisable patterns. Outside of Japan the game went under the name of Nemesis. It was originally intended as a sequel to the 1981 classic, Scramble, from which it borrowed many game mechanics.

Some of Gradius's bosses were organic behemoths, with weak spots to hit, but also, **Destroy The Core**, was a term used a lot in this game, as to destroy many of the Level Bosses, you had to spot a number of blue spheres, at the core of that giant boss, then shoot straight down a tunnel or passage, to hit and destroy those spheres. Unfortunately the passages had defensive shield walls, that took a number of hits to destroy. This was a great gameplay element and this was very much an iconic game, that influenced many future shooters.



This game was designed for Konami by Machiguchi Hiroyasu, to beat Namco's Xevious. In Gradius, there was only one type of power-up, yet once collected, there would be a temporary menu, with a choice of power-ups to access. This added a nice strategy to the game. In fact this was one of the earlier arcade shooters to have a recognisable game world, with plenty of features, that needed careful play to negotiate. The environments of gradius were very integral to it's challenge and game world. For it's time, it looked and sounded excellent. It drew you in and provided plenty of challenge.





When I boot up Steel Vampire, it asks if I would like play in full screen mode. Off to a great start! I have seen this game dubbed steel-punk and I can see why. It goes for that grotty metal look, but is much more futuristic than steam punk. This only works to a point though, as the HUD looks rubbish to be frank. The right

hand-side doesn't look too bad with score and points totals but the left hand side, with its gauges, just looks a bit naff. Taking these out of the equation, in general the game does not look bad. In fact, the sprites are rather cool, but even in full screen mode the large sprites to vertical gameplay area (about 60% of the screen), just look a bit out of place. There's a lot



going on, and scrolling to the left and right gives you more view of the environment. This should just be part of the gameplay screen in this case though, as it would have added a little something to the game. Enemy sprites look good, in fact I like the boss designs. The environments look alright, and you can tell it takes some influence from Crimson Clover, and more

certainly like the DoDonPachi series- there's even a mechanical giant bee. It just doesn't do it anywhere near as well as those games. The menus look lovely though, I really like the layout and art design. It's cool that you start on very hard mode, and it has modes like genocide hard. The music is nothing to write home about either, although the sound



effects sound as good as one expects from a modern SHMUP. The main menu is packed with features, so if you really get into the game, there's enough to keep you busy for a short while. The bottom line is: This is an okay game. It has some cool ideas and the scoring system is interesting, but it doesn't bring anything unique to the table.



It looks like games you have played before, it plays like games you have played before. The bosses and enemy sprites are the most interesting thing about the game however, so credit where credit is due.

Something about this game didn't quite click for me, which is odd as given the type of SHMUP that it is, it should really be up my street. I think with a few minor adjustments, mostly to the gameplay area of the screen and the dull borders.



something in there to make it a bit more unique, rather than feeling like just another competent DoDonPachi clone, would go a long way to making it a note worthy game. Do you want more DoDonPachi wannabes in your Steam libraries? Then have at it!



SCORES

Graphics: 16 Sound: 12 Control: 17
Fun: 14 Lastability: 11

OVERALL: 70%