

SHOOT YOU SIR

ISSUE FOUR

FEBRUARY 2021



A FANZINE FOR SHOOT-EM-UP PLAYERS

Hi there and welcome to Issue Four of Shoot You Sir! The fanzine for all those disturbed individuals that simply can't get enough of mostly flying horizontally or vertically, in a quest to destroy all who get in their way and collect all that will help them gain that victory and amass as many points as is possible, for their skill set. There's a lot to look forward to in our world, so check out the News section. This issue is also a bit of a MushiHimesama fest. Also check out our Top Fives, for our most revered incarnations of this magical genre. Happy Gaming.

A Shoot You Sir! Ppodcast will be available on youtube, on 1st Feb 2021, at 9:30 am @ <https://youtu.be/HrSkqvo9H8E>

SHOOTER NEWS



Ikusaba / Senjin: An arcade vertical shooter from M2, originally made for Sega's ALL. Net arcade machine, Senjin or Senjin, is currently under the working title of Ikusaba. Confusing? Yes! However, from all the screen shots of the SHMUP and information on the internet, it looks like M2 are also trying to bring this to home consoles in the future. The game itself looks to be in the vein of Gunbird or ESP RA DE meets Raiden. Although the player controls an aircraft instead of a witch or anime character, the looks are more like a Dreamcast type of 2D SHMUP, which makes sense if it was originally made with a Sega Arcade machine in mind. It looks as though the player can choose from more than one

aircraft, red and yellow can be seen in the screen shots and the red craft is pictured next to a manga style female pilot in a red flight suit. And every gameplay screen shot shows this is definitely a bullet hell style game. Senjin was originally slated for an autumn 2020 release in arcades, but information now indicates that this will be in 2021. Various sources seem also state that M2 want to bring this to home consoles, which is fantastic news for SHMUP fans! It would also not surprise me if they change the name by the time the game comes out, as everything seems to indicate that they are unsure on the title for this game. Either way, keep your eyes peeled, M2 have done a lot of good in the name of SHMUPS in regard to bringing them to home consoles!

Andro Dunos 2: You may have first heard us talking about A.D.2 on the "New Earth Let's Talk", on the Sunarugaming youtube channel, featuring not only Graham but the Neo Geo Collector, Frazer Rhodes. During this talk Frazer touched on this game, and we have a bit more information for you in this article. Firstly, graphically A.D.2 has kept faithful to the original release on the Neo Geo, as aesthetically it has kept to this look. Obviously the visuals have been enhanced a little to bring it a tad more up-to-date but fans of the previous title will be glad it's not far removed from its roots. From trailers, the gameplay looks fairly tight, being a horizontal shooter, you will be weaving around obstacles, facing a range of different machine based enemies. A physical version of this game should be available in May, this year.



Ginga Force & Natsuki Chronicles are receiving PS4 physical releases. **Ginga Force:** is a vertical SHMUP that was originally released on Dreamcast, but was later ported to the PS4 & Steam. The gameplay screen is about 85% of the screen and it's specifically a 2D game with 3D sprites. The PS4 story has Japanese talking over the gameplay but hopefully this can be turned off, a'la Raiden V. The aircraft in G.F. can be upgraded to have different weapons and items. The gameplay appears fairly tight. **Natsuki chronicles** was previously released as an exclusive to Xbox One but will now be available by this physical release for PS4.



This a handsome, horizontally scrolling SHMUP, encompassing the whole of the screen. You have a front and rear firing weapon, you can fire both at the same time but the power is diminished slightly on both, when doing this. This game is meant to be very challenging, with colourful levels and fast paced action. If you missed this game previously, you may want to pick it up. You can get the physical releases from both of these games via firstpressgames.com. If you order between 16/01 and 21/02, you get a bronze collectors coin free.

PlayStation.2

Game
Review
By
Slyeessar



NTSC J

オリジナルキーアイト
初回限定版
Mushihimesama

虫
姫
さま



With a name like Mushihimesama, I can see why some people might not know this game too well. A rare Cave game, this review is of the PS2 special edition, which means it came with a bigger box, and a crappy little collectors toy, luckily for those with a standard edition, the game is exactly the same. This game is also available on Xbox 360, with a number of enhancements, including the graphics. However, where this game is currently going for £60-70 used on PS2, on 360 is goes for over £200. Meaning, if this is one of your favourite SHMUPS, you probably won't have very long before the 360 value sky rockets, and best get that version as soon as possible. This is one of the prettiest Cave SHMUPS available on PS2, and makes a lot of use of green, pinks, and purples. The art style is anime based, as you will see in the artwork and in-between game-play. As Mushihimesama roughly translates as 'Bug Princess', you can already picture what sort of visuals this game is going to have but please indulge me. Backgrounds are very detailed, with various fauna and flora based levels. There's even a level with lots of water in it, which looks really nice. Sprites are all buggy themed, and are very detailed. Small enemies look great, but the bigger enemies and bosses are really animated well. You have a choice of 3 shots at the start: Green medium

spread, red fan spread, and column spread. These grow in size and power as you pickup power ups, and a rather cool feature of the game is your get bug drones to add to power ups as you go along, that shoot green lasers. More on this later!

When you first start the first level, you are greeted with a fairly creepy laid back arpeggio music track, which builds as you go along. From there on out, the game takes on a more keyboard synth and drum driven soundtrack, that is one of the better cave offerings - and that says a lot. Some of the boss tracks have some great layered and cross pattern melodies. There's a bit of voice acting in the game, mainly the Bug Princess, Rico screams when both her and the Koujuu, Kiniro, get hit and die. At first this worked well, but added to the frustration of being hit during a run on tougher difficulties. More on that later. Sound effects are spot on and the big Koujuu insects make a roaring sound when they appear and then blasted into oblivion. Explosions are gratifying, and along with the sound track, help with immersion into this nsectoid hell, of mutant buggers!



The game menu is fairly basic, and does not allow you to make much changes to the screen mode on PS2, but you can play it in TATE mode. I guess we are just spoiled from the latest M2 Shot Triggers offerings! What the settings does allow you to do is move any of the controls to any button, which is great to see in a game from this era. It defaults as auto shot (held down) on L1 and X is focus mode, which also pulls in your spread from wide to more of a column and slows down the game, ever so

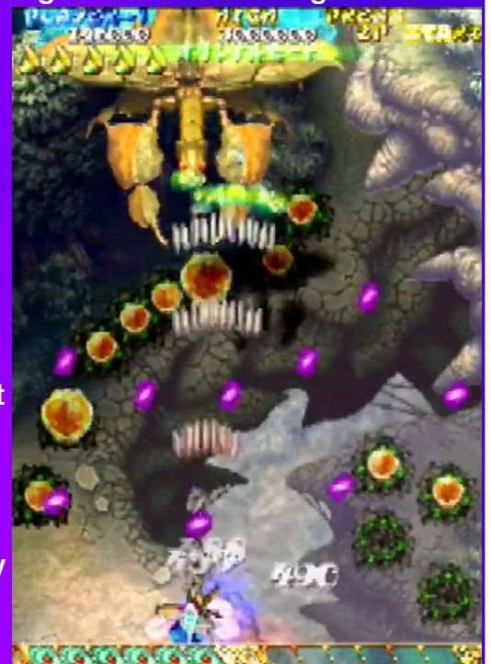


slightly, so you can dance around all the bullets - an anti-Danmaku Thrush mode if you will. Circle defaults as your bomb, which clears bullets and does damage - it should be noted that Reco obscurely lobs this bomb that does not go that far and arcs pretty quickly but still clears the screen. I change these controls so that it made my gameplay more effective: X was my auto fire, L1 was my focus, and circle was left as the bomb. This allows me to manoeuvre swiftly whilst shooting, touching L1 when needed to focus, which frees up my thumb to hit the bomb, if I am about to be overwhelmed by bullets. This makes the controls scheme very advanced, as you can allocate anything to any button and boy have I found a winning combination! Gaining those all important power ups is essential in a SHMUP but Mushihimesama makes this fun! As I mentioned above, you get three choices of shot: Green spread - medium, red spread-wide (think Raiden), and column. These all start out as merely a small single or double bullet shot. Then with each power up, grow increasingly more impressive to look at. All have their advantages and disadvantages but

also bear in mind, when you press the focus button, all of them pull in a lot tighter, to make more of a column, even the column shot. On top of this, you pick up power ups in the form of bug drones! They shoot bright green lasors, straight up the screen. You pick them up one at a time and they go from a roaming position, to fixed positions and back to roaming again. Meaning when you have just one, it sits just left of your main shot and dances around when you move, when you get two these become fixed left and right, when you get three they roam again, and when you get four you have a really wide lasor shot, spread right across the screen, firing up - ontop of your main shot! That's not all you can get even more of these the further you are into the game and it looks fantastic! These as spread across the screen when auto firing and pull right in to make the eddges of the middle of a culum when you focus shot.

The first time I played this game I thought, I never play a SHMUP this much! Even writing this article, I am getting the urge to put my macbook down and pick up my PS2 controller! What this game has in style, it duplicates in fun!

If you are looking for a great alternative to an aircraft based game in the cave line up, but something that offers up the same challenge and quality, then look no further. The game has easy settings to welcome people in, but normal is tough, and higher levels are closer to something you see in DodonPachi games - a right bloody massacre! The game also features an arrange mode that chewed me up, spat me out, and trod on me. Anyone that can handle that kind of SHMUP punishment will be very happy with this end of what the game offers. Another hidden gem as far as I am concerned and certainly one of the best looking and controlling SHMUPS I have played, and I am happy to keep this in my collection (unless I get a 360 and that version...). There's a sequel called Mushihimesama on 360, so it is not all doom and gloom, and it's closer to £50-70 at the moment and more readily available than this game. Unfortunately there is no sequel on PS2. Overall thoughts are: If there's a Cave greatest hits compilation this game would be on it. Pretty, challenging yet welcoming- and above all else fun.



SCORES

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

OVERALL: 88%

CAPTAIN TOMADAY™

This rather novel, vertical shoot-em-up was developed by Visco Corp in 1999, for the Neo Geo system. The game's intro starts with some nice, cartoony graphics. There's a professor in his study and whilst he's distracted, a tomato falls into some experimental liquid. This miraculous event causes the tomato to come to life, with facial features and fists that can be shot out from it's arms. The world's first tomato based superhero is born and he's here to see off any threats to the world.

There's a brief demo, where you can see that the bold, cartoon style graphics continue, with Captain Tomaday flying up screen, shooting his fists out to take down all in his way. Press Start and you get the usual Neo Geo, four difficulty levels, Easy, Normal, MVS and Hard. Next is the How To Play and you see that it is not just the graphics and storyline that are novel in this game. Put simply, A = left fist, B = right fist, C = rotating your hero sprites, when there are two of them on screen. You can also just use the left fist on it's own, which builds up a power shot, in the right fist. So there's a little variety in your attack technique, here.

Once you get into the actual game, you'll soon find out that the power-ups in this game have a huge effect on good old Captain Tomaday. Also the power-ups can only be picked up when you stop firing, briefly. Now this is a strong element in the gameplay, because you ill mostly put yourself in danger

STORY

Stop the "Eggplant Aliens" inventors from outer space.

"Tomaday" the tomato man sallies forth!

HOW TO PLAY



Developed by
SNK
NEOGEO is a trademark of SNK Corporation.
Printed in Japan.

Developed by
VISCO
© 1999 VISCO CORPORATION

to collect these transformative power-ups. The power-ups and transformations of Capatain Tomaday are a complex affair, as he can take 16 different forms. The first two turn the Captain Small and then Large, with no attacking changes. The power-ups often have appearance of capsule pills. When further pills are absorbed, they will turn the Captain into a different creature with some sort of attack variation. The Chameleon has a long, damaging tongue. The Monkey has a diagonal, 2-banana shot. The Plant has a 3-way spread-shot. If the Giant Tomaday gets hit, he'll transform into a baby, who has a missile attack, this is not a very good thing, as the baby makes for a large target and isn't very speedy. If the Plant or Baby absorb a pill, they'll transform into a Winged Captain T., which can transform into Kendama Tomaday, who has a rather crappy character, that shoots out a returning ball. It's



only redeeming feature being that it can turn into a 4-arm carrot, with a tasty spread shot. The Carrot transforms into a Rabbit with carrots for flying fists. Next comes a Fish, another sluggish character but if hit, it turns into a crab, with diagonal scissor shots, The Fish or Crab can become Airplane Tomaday, which can become Cat Tomaday, both of these only have visual differences from the Captain himself. The Devil or Angel (player1 or 2) transformations, shoot spears but revert to Tomaday when sucking up another power-up pill. Some power-ups will put 2 hero sprites, working together, on screen. I know this all seems very complicated but it does add quite a lot to the gameplay and the fun factor, too. You'll work it all out, as the game moves on.

There are five stages in the game and each has



VISCO



HOW TO PLAY



a different theme, whether it be, Halloween or by the sea etc. Some of the stage's larger foes, including the end boss's, will transform, after taking a certain amount of damage. Although fairly simplistic, the graphics are quite cool, with a spooky, kid-gothic style. The music doesn't appeal at all and can get a little annoying. It's bouncy and fanfarish, like something you may hear in a Japanese kid's show. The SFX are whimsical, rather than ballsy, which kinda fits, I guess.

The game controls well, although it could be a little smoother. As the Captain's fists only shoot out, at just under half the screen's height, you can't linger down the bottom of the screen. Which is good because this game needs to be played aggressively, as the quicker you destroy a foe, the less likely it is to

send more firepower at you. Also, the nearer you are to those larger enemy craft, the faster you punch and the more damage you do. The game does suffer from slowdown, not great but when the screen fills up, it can help you with your dodging.



All that, with some tongue-in-cheek humour and real gameplay novelty, make this one worth checking out. It's not rock hard but there is the fun and challenge here, to give your shoot-em-up skills a good work out.

Overall this game has a slightly ghoulish, nursery rhyme feel to it. But there is both, quite a lot of fun and challenge to be had here. I'm not a fan of really cutesy games but this one has enough in it's presentation, to make it interesting and a bit cool.



SCORES

Graphics: 16 Sound: 10 Control: 16
 Fun: 16 Lastability: 15
 OVERALL: 73%



Let's Focus On A Developer



タクミコーポレーション

The Takumi Corporation (タクミコーポレーション) were formed by ex employees of the then bankrupt, Toaplan, in 1994. They were known for producing shoot-em-ups and also soundtrack albums.

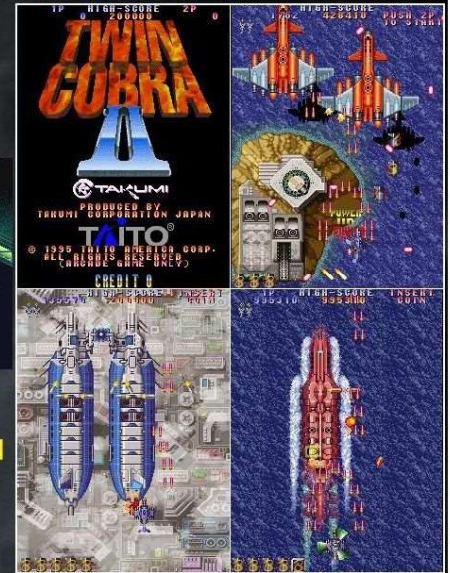
Their first shooter was **Twin Cobra II (Kyukyoku Tiger II)** from 1995. This was a vertical helicopter shooter, for the TATE screen. It was made for the arcades and was also ported to the Sega Saturn. It wasn't a really tough game by today's standards but it had some lovely, 2D, hand drawn, arcade graphics, with some very tasty sprite work, including some excellent scaling effects.

Next came two classics, that made it onto Sega's Dreamcast. **Gigawing and Gigawing 2**. The former was released in 1999 by Capcom and was a beautiful, full-screen, vertical shooter, very much in the late nineties, arcade, 2D style. A cracking game for single or two player sessions, that really absorbed it's players.



2000, Takumi/Capcom
Giga Wing 2 (JPN, USA, EXP, KOR, AUS)

The sequel was a different kettle of fish and wasn't liked by many shoot-em-up aficionados. Still a 2D, vertical shmup, this one seemed to wander from it's prequel, s hardcore, arcade style. It's backgrounds were very much C.G.I. and 3D. The gameplay was a bit looser, too. But I have to say, I loved Gigawing 2. The grandiose music and O.T.T. or epic, some might say, presentation was just wonderful, to my eyes and ears. No it wasn't as cohesive and authentic as it's prequel but it really was an awesome experience, if you gave it a chance. But many totally disagreed with me and really slammed it.



Coming out the same year (2000) as Gigawing 2, was **Mars Matrix: Hyper Solid Shooting**. Now here was a game the hardcore fans could call their own. Another fullscreen, Dreamcast bound, vertical shooter, published by Capcom, this 2D game had some lovely 3D-esque shading. It only really used a single button and left the timing to the player, to use all of their jet's arsenal. Another classic from Takumi.



Next came **Night Raid**, a less well known vertical shooter, that ended up on the PS1. It tried to make use of the original PlayStation's 3D visual abilities, though it was still a 2D game. But to be honest, it looked a bit of a mess and lacked most of the magic of their previous efforts. Though I'm sure it will have had it's fans.

Takumi's next and last shoot-em-up effort came out in the arcade and on the PS2 and was another in the Gigawing family, this time called **Gigawing Generations (Yokushin)**. This Taito published game had a very tasty, cinematic 3D intro. But it was another 2D vertical (not full screen) scroller, that didn't equal Gigwing as a classic or Gigawing 2 for "epicness", but was actually a rather decent game and carried on the family name, in a respectful manner. Takumi seemed to turn it's attentions to puzzle and fishing games after that. Their last game coming out in 2009. But as shmup developers they did a very good job, in my view and produced a number of shooters that would improve anybody's collection.



Black Bird

Game Review

By Graham Pike



Onion Games!

Nintendo Switch

This game was developed by Onion Games, a Japanese indie company, set up by Yoshiro Kimura. As the game loads up, you see, in a sepia coloured drawing, that Black Bird has three, basic controls. Shoot, bomb and move. So nothing too technical to worry about here. Onto the game menu and it's more brown and white, sepia artwork, with little, 8-bit style sprites running around. This is accompanied by barrel-organ music and a voice talking in a non-sensicle language.

Already the feeling of something a little off the wall, is apparent. Go to Options and there is just volume adjustments and language choices. So let's Start the game and the intro continues with the stylised, sepia art. This portrays a rather sad story of a young girl, who is discarded and disregarded by the world and unfortunately, dies. But her body transmutes into an egg and is reborn as the Black Bird. This ain't no ordinary tweety bird though. It's over-sized head and beak, look bird like but it's body tails off into a black smoke like, amorphous trail. This beastie looks like an avenging black bird, that is intent on taking out all who get in it's way.

The game starts in a walled park area and your Black Bird can move in eight directions and scroll left or right. It's your choice, in this horizontal shoot-em-up. This game may have an 8 to 16-bit style to it's looks but those looks are very atmospheric and kinda cool. Your Black Bird moves pretty rapidly, firing left or right. Yeah, it all sounds very familiar but this game really feels very different from the average horizontal shmup. And it doesn't take long to get into it's difference and enjoy the ride.

The game has a good difficulty curve, starting nice and easy and then ramping things up, not too quickly. The only surprising thing is, that the end of stage bosses, although a lot of fun, are not that challenging. The other enemies are either ground or air based. They all look like something from a surreal, 1960s/70s animation. And the background music is equally as wacky, with psuedo operatic singing, in some odd, made up language. It really is quite surreal. Not sure that everyone is going to get this style but I love it. It's nothing like any other shooter I have come across. I can even forgive the underwater bubble popping sound, the Black Bird's firepower makes. It would annoy me, in a more straightforward game but here, it just goes along with the ambience of this mildly menacing and crazy world, that may just exist, somewhere deep down in your subconscious.





Game Review continued

The stage bosses may not be the toughest but they are good fun and even add a lot of colour to the game's palette. They usually have a vulnerable area, that may only be damageable at certain times. The further you progress into this game, the more you realise that this game's graphics, although vintage looking, could not have been produced on an old 16-bit console. There is far too much subtlety and detailing. Infact these rather bizarre visuals are quite beautiful, at times.

Black Bird doesn't throw everything at you from the word go but that's a good thing, in my book. But you do have to concentrate. There are a lot of hidden bonus points and power-ups in this game. So, you can just blast your way through but it won't really benefit you, in the end. So it's not kill, kill, kill but kill, explore, kill. There are a number of watchtowers on each stage and once they have all been eliminated, the stage boss will appear. OK there are only four stages in this game but with everything to discover and the fact that you only have one life to complete the whole game, there is some worthwhile challenge here.

Because when it's Game Over, it's right back to Stage One.



SCORES

Graphics: 17

Sound: 17

Control: 18

Fun: 17

Lastability: 16

Overall: 85%

As you destroy foes, they drop emeralds. These gems quickly diminish in size and value and so you really should grab them as soon as they appear but that tactic will put your little birdy in danger, of course. Oh how these shmups love to lure you into harms way. At the top-left of the game screen, is your life bar and bomb tally. New bombs can be aquired during play but your life bars stay diminished, when you are hit and once your life bars run out, that's it. No extra lives, no continues, it's Game Over.



For me, this game is a win, win. An absorbing, surreal world, beautifully realised, with enough novelty and challenge to make it fun and a real change to my usual favourites. But I can see how some gamers might think it is too short, too easy, too simplistic and just wacky bullshit. You choose. But as I'm doing the review, I am going to give it reasonably large thumbs up.

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Mushihimesama Futari - Xbox 360 - Game Review - By Slyeessar

As SHMUPs on the Xbox 360 go, this is one of the better ones. It is arguably a more well rounded game than the original, with a more expansive library of enemies, as well as an extra playable character. However, Mushihimesama Futari has one ingredient missing, the first one had: It doesn't feel unique. Now, I do not mean in regard to how it looks and plays but the first game in this series had a very specific cult *feel*, that the sequel doesn't quite encapsulate.

Okay, graphically the game does look better, especially in the Xbox 360 High definition mode. Sprites are sharper, have more animations, and there is a lot more variety on offer here. The first game, was very much forest and insect based and a very tough beast - quite the buggler! M,Futari however, stretches this much further, by adding in all manor of dinosaurs, lizards, dragons, and tortoises. So ultimately it looks like a much different game, but is just as tough. The sprites look better, but I think the backgrounds in the first game were more imaginative, with a lot more effort going into them to separate each level and I think this is because of how limiting the theme of the first game was. The sequel seems to put a lot more effort in the visuals of the sprites and bullets and that is no bad thing. The environments, although having the odd stage in the forest, have a lot more aerial and rock based levels and the castle level at the end makes it feel even more removed from the original. M.Futari does however have some damage to environments, when you destroy a big plant or dino-come-worm thing coming out of the ground, which is cool. Ultimately, this is a very pretty game.

The game sound track is very good, but not quite as endearing as the first game. The usual synth tropes can be found and the sound effects are better on this game than the first, with a larger number of different noises available. The new character, Palm, has a more annoying scream than the main character Reco, in this game. This is something the game does well, in regard to getting you frustrated when you die, even more than usual, due to the scream. It makes you strive to avoid death that little bit longer because you do not want to hear that bloody whiny scream!

The controls were very tight in the first game, and this game does not disappoint in that regard either. Manouvering is very responsive and you are able to weave in and around bullets easily enough. Movement is a bit faster in M.Futari, however. In terms of control configuration, which you can change in the menu, you have your fully auto main shot, a focus shot, and a bomb attack. Yes - Reco still lobs the bomb in an awkward arch, but it also still clears the screen of bullets and deals damage to enemies. In terms of Visuals, the shots are different between the two characters. You have a choice of thin or wide spread for each, with fixed or floating drones as you power up. Reco has kept her red shot for her wide spread, from the first game and the smaller shot looks good too. When you use focus shot, you get the big traditional bullets and your drones pull in to help. With the second control scheme, Reco has wide green spread, and the same big bullets for the focus shot. In terms of controls - This is split into normal and abnormal fire: Normal means Main spread with more manoeuvrability and focus spread is a lot slower, as you find in a large number of SHMUPs. Abnormal is the other way around: Beam/ focus shot is faster and spread shot is a lot slower. This is an unusual mechanic to throw into the game and although it can add to the re-playability, you will likely stick to the more traditional style nine times out of ten. The addition of the new character Palm to the game, adds more playability. I love dragons and it's very cool riding on one in a SHMUP, although this is not the first time it has been done. Palm's attacks are a lot flashier looking than Reco's. He has neon coloured fire in flowing patterns for the tighter spread, with the focus being several large round bullets fired up the screen. Ultimately I still prefer playing the game as the Bug Princess.

This game has a fair amount of slow down, especially when selecting type B shot for Reco (see alternative controls below) and also when there are a lot of enemies on the screen. This is something that I did not encounter in the original Mushihimesama on PS2, so it is a sad to see so much of it in the 360 sequel. I have not come across this so much in arrange mode though, which is strange as you can switch between characters during gameplay.

As I mentioned above, the game is more well rounded than the last game and likely a lot more accessible to more people than the original. I have a lot of fun playing this game, and it gets a lot of play time. However, it has not enthralled me in quite the same way the original game did. Both are available on Xbox 360, although Mushihimesama HD is a lot rarer and very expensive. The time to get it is nigh!, before it becomes silly expensive. With that said, there is a version available on PS2, although graphically it is not as enhanced as the M2 Xbox 360 version, it plays well enough.

As mentioned above, having two characters with two different choices for weapon controls gives this game some added playability. They do both control slightly differently, making the gameplay throughout, feel different. It definitely feels like less of a cult game and more of a game a lot of



Game Review
cont.....

SHMUP fans can get into and for that reason I think it will get more play time with a larger number of people. You can also play this game with two people: One person as Palm and one person as the titular Reco. The game has several different modes to begin with: you can choose Arcade or high definition Xbox 360 mode. From there, the game opens up: Easy, Normal, and Manic. The harder difficulties are very hard and very much in the feel of a DoDon-Pachi game. There is also an arrange mode, which sees you playing as both Reco and Palm, which is a LOT of fun. You change character by pressing the X button. You also get a shield in this mode and has a fever mode (Dangun Feveron anyone?). This adds to the last-ability score of the game, as it makes the most of everything the game has to offer and the ability to play as both characters is great. In arrange mode, you only get traditional controls and shots for each character. The game has a black label mode is DLC, but I did not get a chance to play this as I do not have Xbox Live for the 360 or a wifi device. Apparently there is an extremely hard mode via this DLC, and will likely only be wanted by the most hardcore of SHMUP lovers.

Who is Mushihime Futari for? This game should be in most people's Xbox 360 collections, as it is peak Cave: Top graphics, fantastic gameplay, good music and as it was ported by M2, has a great arrange mode and a bunch of extras. Can you imagine this ported to modern consoles by their shot triggers team? Yes please! But ultimately, my heart still lies with the original game

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

SHOOT YOU SIR! TOP FIVES



GRAHAM PIKE

TOP FIVE

1. Death Smiles (Xbox 360)
2. Zero Gunner 2 (Dreamcast)
3. Akai Katana (Xbox 360)
4. Viewpoint (Neo Geo)
5. In The Hunt (Saturn)



SLYELESSAR

TOP FIVE

1. Crimzon Clover - (Switch)
2. Mushihimesama - (PS2)
3. Death Smiles - (Xbox 360)
4. ESP.Ra.De - (Switch)
5. Shikhondo - (Switch)

These are our favourite five shoot-em-ups, at this moment. We wouldn't think of saying what the best five games ever, are. Nothing is that straightforward and it's good we all have our own opinions. We'd love to hear what your Top five games are? So why not let us know.