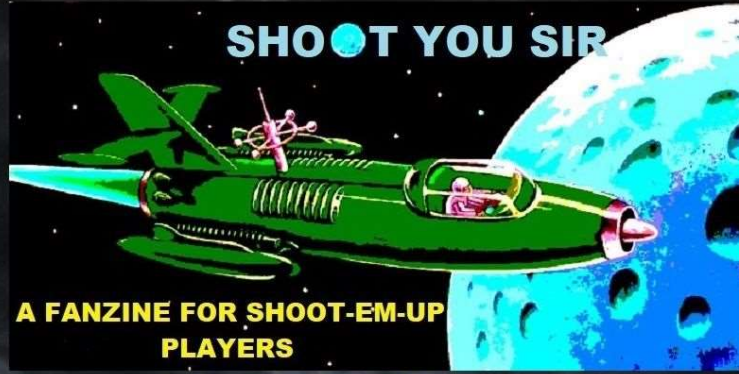


# SHOOT YOU SIR

NOVEMBER  
2020

ISSUE ONE

A FANZINE FOR SHOOT-EM-UP  
PLAYERS



Hi there and welcome to the 1st issue of Shoot You Sir. Well.....sort of. We should start by introducing ourselves. We are - **Graham Pike**: Video gamer since the 80s, game console owner since 1990, creator of the Neo Geo Fanzine "New Earth", which ran from 1994 to 1998 and 2018 to 2019 and big shoot-em-up fan since the late 90s. Also ran a short lived fanzine (5 or 6 issues) called "Shoot You Sir", around 1999/2000. **Slyeessar**: Serious gamer since Graham bought him a Sega Saturn in the mid 90s. Creator and runner of the Sunaru Gaming Channel on Youtube and most recently, a massive shmup fanatic. Unfortunately the original, paper fanzine didn't get the same attention as the New Earth fanzine and all the originals have been lost, so we're calling this, Issue 1 of, Shoot You Sir. The fanzine will be distributed as a pdf document, free. Folk can then keep it electronic or print it out, as they wish. This is for fans of the shoot-em-up and by this we mean essentially, 2D scrolling, shooting games. Scrolling vertically, horizontally and very occasionally, diagonally. We do intend to include some of the better "run and gun" games, too. These shmup style of games have been around for decades and we intend to look at the old and the new. For, the good old shoot-em-up has always had a healthy amount of fans and supporters. And recognising this, most of the recent, current and hopefully future generations of consoles, have continued to cater for our favourite genre. Our input into the fanzine will cover console and arcade games from the early 1990s onward and so if any readers would like to contribute, we'd love to hear from you, especially if you can cover pre 1990 games, the 8bit era and before. Also, any PC only shmup articles would be gratefully received. If you wish to contact us please do so by email or via this web page: <https://www.slyeessar.com/shoot-you-sir> Happy Gaming.



## SHOOTER NEWS



**Cotton Reboot - Out 2021:** An article about Dot Cotton, the famous Eastenders character in a SHMUP fanzine news section? Why yes! you guess right, it's actually about Cotton Reboot for Nintendo Switch, coming in 2021. So many classic SHMUPS are either being ported or re-made on switch, which is starting to make itself a must have console amongst the SHMUP community. Anyway, less pap, and more about the game: Cotton

Reboot is a 2d horizontal cute 'em up, where you play as titular character and witch 'Cotton', who is addicted to 'Willow'. No not the dark fantasy drama directed by Ron Howard and featuring Warwick Davis and Val Kilmer (I'm Batman!), but rather a type of candy that she has become addicted to. Cotton is usually accompanied by the fairy they call Silk. A trailer that recently came out shows off older game footage with the reboot footage, showing that the developers have taken care to preserve the overall look for fans of the series. For those not in the know, cute 'em up refers to games within the SHMUP genre with this cute look, that do not make use of spacecraft or machine, and tend to feature all manor of creatures- mostly small, but some great. This game will likely release as both digital and limited edition physical copies, and likely will not be priced too highly if you buy the digital version. If you are still unsure after reading this article, then go check out the trailers.

**Cygni: All Guns Blazing - A SHMUP from Ex-Pixar Creators.** A trailer was recently released for this SHMUP, releasing in 2021 for PC, in which the developers are hoping to bring it to PS5 & Xbox X. From the footage seen, this game has modern Cyberpunk style graphics, with aircraft-like sprites, with beautifully coloured bullets.



This SHMUP uses up all available screen space, and appears to switch between vertical and horizontal shooting, depending on which enemy you are facing. It appears the developers are looking to try and 'revive' the genre, getting a modern look for a non-AAA game. Although there is not too much information on it at time of writing, being that ex-pixar creators are involved.

Continued over.....

Shooter News cont.....

I am going to take a wild leap and guess that there will be a more detailed story involved than the average SHMUP. With that said, it should not take anything away from the gameplay, which from the limited footage I have seen, looks brilliant. Apparently there are around 10 levels, which should provide enough variety to keep the game interesting, without making it drag on too long. The Cygni Force appears to have the remit of protecting and helping to police the planet from various threats. From the minimal footage at time of writing, there appears to be a lot of love for the genre that has gone into this game, and did I mention it looks fantastic? I have a feeling console players will be itching to get their hands on this game, once more footage (likely PC) makes its way onto the internet.

Death Smiles I & II are coming to current Gen in 2021. There has been a large revival of the SHMUP genre, specifically porting from older generations and older arcade classics to Nintendo Switch, PS4, and Xbox One. Although the announcement came a few weeks ago, and was retweeted via Sunaru Gaming's twitter page, it is still news enough to make a short article on: Graham could probably tell you a lot more about this game, as it is one that he mentions often in the Let's Talk videos we have done previously. However, I shall try to do it justice whilst keeping it short and to the point. Deathsmiles 1 & 2 were horizontal SHMUPs originally released in the arcades and later ported to PC and Xbox 360. The style is colourful, with an anime-come-gothic based look. I am surprised they did not bring this out in time for halloween, but I'm guessing that they still need time to polish the port over to current gen consoles. DS1&2 is a well known SHMUP with a loyal fanbase, and has players defending themselves from attacks from both sides of the screen. Bright colourful patterns, well designed sprites, and great looking stages await for those looking to experience this game for the first time (including me!). Keep your eyes out for this 00's classic, release date to be announced in 2021!



Rangok Skies, developed by Samurai Games and published by Digerati, currently has a release date for Quarter 4 in 2020, although it's steam release date is showing as 29th January 2021. It looks to be a great edition to the SHMUP family on switch. In terms of visuals, it is homage to colourful 90's classic shooters, with a sprinkle of anime styling. The story is set 'a long time ago, during the vampire war and mentions 4 parts of a spear that have been separated and spread amongst four nations. But don't let that put you off, what potentially could be a nice end of year / start of year game. From what I can gather, the game is focused mostly on gameplay, and the story is a just a cute little tale to glue it all together. The game has both solo and Co-op modes, which is always welcome edition. You can select one of four characters: Marco (spread shot type I) Astra (spread shot type II) Big Joe (straight shot with beams) Sam Urai – unlockable character. This game has key features:

Choose Your Pilot – Four different characters, each with their own unique ship, weapons, bombs, and story endings. Solo Mode – Start with three lives and three continue credits, and try to beat the game! Online Rankings – Which leaderboard you're ranked on—Terminators, Masters, Heroes, or Babies—is determined by lives lost, continues used, and score. Auto-Shoot Accuracy – Hold down fire to slow your ship and enable more precise movements. Special Weapons – For targeted mass destruction of most enemies and bullets. Mega Bombs – Inflict screen-clearing devastation, perfect for tight situations. Collect Mini-Items and Rewards – Increase firepower, charge the Mega Bomb meter, boost your score. Five Intense Stages – Each with their own enemies and huge end-of-level boss. Local Co-Op Mode – Play with a friend and defeat Lord Rangok together. TATE Mode – Supports turning your monitor vertically for the full arcade experience. Plus 60 frames per second, plays in full screen and Controller and customizable keyboard support. Each character also has their own style bomb attack, something you would expect from any modern day SHMUP, regardless if it is paying homage to legends of the past. The play screen area is about a third of the screen, with border showing power, bombs, score, and your characters avatar. It all looks fairly tidy from what we've seen, nothing overtly off putting. Sprites look sharp, and bullet patterns do not look overly unfair at first glance, however we have yet to play this game as it is not out on Switch yet. The music is similar to all manor of 90's anime styled arcade games, and that is a compliment. This game would be very much at home next to ESP.ra.de or Game Tengoku Crusinmix special, both currently available on switch. There is currently no news on price, but I would expect this game to be under £30, considering a lot of new SHMUPS do not usually exceed this amount, and tend to release at lower amounts when looking at SHMUP releases in the last few years.



## CRIMSON CLOVER

Game Review  
Nintendo Switch

By Graham Pike



Released at the latter part of 2020, in the UK, **Crimson Clover: World EXplosion**, is a vertical shoot-em-up, from indie developers Yotsubane. Being from an indie team, may explain why this game has no intro. Now I am a huge fan of arcade shoot-em-ups like this one and I often rant on about how too much story line can really detract from fast



paced, action games. But I think a nice, glitzy intro can really draw you into a game and in some cases, get your juices flowing, even before you have pressed Start. And for an other wise, classy game, like **Crimson Clover**, I feel a bit cheated.

And it has to be said, that as you progress through this game, no real attempt is made, to place you in a world setting, or give any story line.

You do however, start with a nice title screen, with some good quality, cinematic music. Get the game started and this is where **Crimson Clover** shows you are in for one high end, bullet hell shooter. You get some very comprehensive and straight-forward menus, that let you adjust this game to your tastes and skill level. This game originated in the arcades, on a Tate

screen (tall & thin), so on your widescreen TV, the playing area only takes up a third of the screen, the rest is filled by nicely presented stats. There are 2 alternatives to this.

Turn your telly on it's side and flip the game screen or use the Options to stretch the screen to full TV width. I can't be bothered with or recommend the 1st. And the 2nd just makes the game look very odd and play even harder. Simplest

is to just get a little nearer your TV screen. If you are playing this game on the tablet version of the Switch, then just flip the screen. Now this is a tough game but there is a Training mode and a Novice alternative to the arcade game, that can ease you into this screen blitzing shmup. You start with a choice of 3 ships to control, with a 4th available, later in the game. The 2 differences between each ship, are the width of your main forward shot and the speed of the craft. Now, once you've made all of your choices and actually start the game, you have three attack methods. Main, sraight ahead shot, homing missiles and a screen wide bomb. Now here is where things get interesting.





The homing missile attack is started by holding down the appropriate button and moving your ship, to target as many enemies as you safely can, then release to send the missiles off. This can be a very effective and satisfying form of attack. However using this attack will slow your ship down a tad and you can be distracted, watching who/what gets

targeted and fail to avoid incoming enemy firepower. So be careful. The screen wide bomb is a staple of many shoot-em-ups and is great for defense as well as attack but with this game there is a twist. There is a bomb gauge, at the top/right of the central, action screen. This gets charged up, as you destroy enemies. But every time you use a bomb, the gauge gets harder to fill. And even better is when you totally fill the bomb gauge, it expands to a Break Mode, then Double Break Mode gauges, that when used can really devastate your enemies. All this really adds to the strategy involved, in an otherwise straightforward, bullet hell shooter. And it is these thoughtful additions, added to an already impressive game, that lift Crimzon Clover into the upper levels of the top ranking games, in the genre. It's tight gameplay and fairly high difficulty level can really draw you in. The style and design of graphics are hardly original and you can see many obvious influences but they are done very well. I was a little disappointed by some of the sharpness in definition but it's still a gorgeous game to watch and play. The only problem being the screen spends most of it's time filled with firepower and points medals/tokens, so you rarely get to see much background at all, which is a shame I reckon.



The sound FX here are all strong and really add to the feel of the game, just as they should. I can't abide weedy SFX but Crimzon Clover really delivers in this department. As it does in the game's music. Again, nothing particularly original but it's all well composed and performed and really adds to the game, in a very cinematic fashion.

This really is a top drawer shooter, with exciting gameplay and a wide range of play modes, including Time Attack and Arranged. It should get you hooked and stay hooked for some time. I still feel that with a tasty intro and more effort to create a game world, it could have been even better.

Like wise, I'd have preferred higher definition visuals, with

perhaps a little less O.T.T. fire-power and points medals to let the whole game world be seen and appreciated. Overall though a brilliant, bullet hell shooter.

### SCORES

Graphics: 17 Sound: 18

Control: 19 Fun: 18

Lastability: 19

OVERALL: 91%



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# CYBER-LIP™

## CYBER-LIP

By Slyelessar

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“Cyberlip, I wouldn’t shout it from the roof tops, but it’s a good game” – Graham Pike, Neo Geo Talk, Sunarugaming on youtube. That is a fair introduction for the game I think. The first time I played Cyberlip I enjoyed the experience, and every play through since has had me thinking ‘this is alright’. And Cyberlip is just that – alright.

Nothing to write home about in the graphics department, this game does not showcase what the Neo Geo was fully capable of, but with that said, I am a fan of the cyberpunk style used. Sprites are basic, a tad dull, but not terrible. The bosses in this game look great, especially the titular Cyberlip. It looks and feels very much a pre-cursor to run and gun games that later overshadowed it, especially the Metal Slug series. With that said, I can see why Cyber Lip could be given ‘Cult Classic’ status.

“I’m a gonner!” – my favourite line from the game. Okay, so the sounds are basic and to the point, but they work with the aesthetic of the game. Shots fired sound decent enough, and the music allows the game to do its thing. When sound can make or break a game, Cyberlip delivers a sturdy ‘It’s Alright’.

Controls are basic, it does exactly what it says on the tin. Jump & Shoot. Just make sure to time those jumps correctly, as the platform element to the game will punish you for mistimed jumps. You can shoot down and up, but not in eight directions. This makes it feel very much indeed like an early 90’s game.

I may have said I can see why this game could be considered a ‘cult classic’, and I enjoyed it. In fact, I have played it in total about 5 or 6 times, twice to completion. But does this game hold up today? Not really. Is this a game I would recommend to someone new to shooters? Not really. Would this game be on anyone’s top 10 Shooting games of all time? Not really. Would it even get in people’s top 10 Neo Geo games of all time? No. However, what many would agree Cyberlip is, would be a snapshot in time. This at the very least, bumps it up a few points in terms of lastability, as I feel that if you want to experience the Neo Geo, you can’t NOT play CyberLip, at least once.

I have to say the first time I played this game I really enjoyed it. So much so I played it all the way through. I enjoy the cyber punk style visuals, and I really must get a T-shirt with ‘I’m a gonner’ on it. Although basic in its approach, it gets the fundamentals right, and is just the right amount of challenge to feel like you are making good headway through the game, on minimal credits. Remember, every console needs a foundation of ‘Alright’ games on their consoles, in the same way that 1-0 victories help to win Premier league titles. Don’t worry, that is the only football analogy in this review.

Overall Cyber Lip will be remembered fondly by those that experienced it when it came out, and it will be remembered fondly by those wanting to get a taste of what the Neo Geo did. It is a game worthy of the lowly price tag that the Hamster ports are currently going through on online stores, so you should think about picking it up. Just do not expect something to blow you away, but merely to be “alright”.

SCORES: Graphics: 13, Sound: 14, Control: 12, Fun:17, Lastability:11 OVERALL: 67%.



# Let's Focus on a Developer



# Kabushiki-gaisha Torejā



Treasure are a games developer, who came to be in 1992, when they formed by former employees of arcade giants, Konami. They began with a very stylish and highly rated, run and gun shooter, Gunstar Heroes, in 1993. And although they were by no means a shooter specialist, they developed some highly innovative and clever games.

If you discount Gradius V, which they developed with G.rev, they only produced 5 shooters, between 1993 and 2002 but other than the PS2 shooter Silpheed, The Lost Planet, which was a mediocre effort, their other 4 shooters were stunning. These were Gunstar Heroes (1993), Radiant Silvergun (1998), Bangai-O (1999) and Ikaruga (2002). At least one of these, if not all 4, will be in most shmup player's top ten.



Gunstar Heroes began its development, whilst its team were still at Konami and it was Konami's resistance to the game that caused the development team to leave and form Treasure. It was programmed for Sega's Megadrive (Genesis) console and began Treasure's run of phenomenal games. This run & gunner had a pair of gun stars and their use of weaponry and acrobatic moves really made this game shine. As did the very Japanese, game world, with its strong, colourful graphics, wacky humour and large, end bosses. Gunstar Heroes made it onto many other consoles including Sega's Game Gear, the PS2 as part of the Sega Ages 2500 series, the Nintendo 3DS, the Xbox 360, the PlayStation 3, the Wii and there was even a Windows version.



Radiant Silvergun went from Japanese arcades to the Sega Saturn in 1998. It was very quickly imported to the west, getting a heap of critical acclaim. Your hero jet had 6 differing types of shot, plus a close up, swiping sword strike. And Treasure made sure that each game stage made use of the differing weapon choices and a clever, 3 colour, scoring system added to the strategy of it all. On top of this, the graphics and sound were fantastic. The Saturn had some cool shooters on it but Radiant Silvergun took the crown, no doubt.



Bangai-O was originally released on the Nintendo 64, with an improved version onto Sega's Dreamcast, a few months later. I remember getting the DC version and initially being disappointed by its tiny sprites and buildings. But once I started playing it I was drawn in to its multi-directional fly and shoot gameplay. Bangai-O had all the character and wackiness that Treasure games were famed for. And you had 2 pilots, you could instantly switch between, to alter your firepower and take on differing tasks and bosses. There were a ton of tiny structures to destroy, fruit to collect and with some bombs, you could release up to

400 missiles at once. Seriously cool. Bangai-O's main developer was Mitsuru Yaida (Yaiman), who was apparently influenced by the 1984 game "Hover Attack"



Ikaruga's development director was Hiroshi Iuchi and what started as a sort of sequel to the amazing Radiant Silvergun, kind of went off at a tangent and borrowed elements of play from Treasure's brilliant Silhouette-Mirage. Ikaruga became more than just a bullet hell, reactive shooter. This game needed strategy, with 2 types of firepower, of white or purple, coming from the hero jet and its enemies. Either colour could harm or help, so you had to be on the ball with this, at all times. On its release in Japanese arcades, it received a mixed reception but when it was ported to the Dreamcast and many other consoles, its reputation grew and now many shmup fans consider it to be one of the all time greats.

Treasure have faded over the last few years and the company has a lot fewer employees now. They seem to be concentrating on ports of past greats. But there are a lot of those. Some of their non-shmup games like Guardian Heroes, Alien Soldier, Dynamite Heady, Sin & Punishment and Mischief Makers were classics and just a shed load of fun to play. I definitely count Treasure as one of my all time favourite developers and a great company in a golden era.





DU3 is a good looking, modern, vertical 1 SHMUP, with a big emphasis on gameplay, and bursts of Neon colours. It plays well both in docked mode on the TV, or in handheld mode.

The graphics are nice, with a focus on modern aircraft type sprites, and neon coloured bullets and beams. The patterns in this are fun to navigate, looking crisp and move at comfortable speeds, without compromising challenge. The borders are alright, but nothing to write home about. The play screen is around a third of the screen, meaning that the big sprites and bullets may not be to everyone's taste.

The soundtrack can only be described as 'A banging, hardrock and metal soundtrack'. No complaints here, I love a good heavy soundtrack, but it might not be for everyone. However, it definitely suits the game. Explosions and sounds are not as satisfying as some of its contemporaries, it feels like this was put in place, to not distract from the visuals and the music, and means this game loses some points in regard to sound.

At the start of the game you can customise primary weapon and Beam. A fair amount of choice can be unlocked, but when you first start the game you only have access to a handful of choices. The A button is your main shot, and you can hold this down and hold down the X button to fire a thick, homing beam. The Y button activates your bomb. The controls are tight enough, especially with the analog stick.

The boss patterns in this game are a lot of fun to play against. Once you get the hang of how the craft operates, and the large sprites, this opens the game up a lot more in terms of enjoyment. Levels and patterns are challenging, and you have a limited number of continues. Only hardened SHMUP players will get to the last levels on this game, but its earlier levels are considerably easier.

In terms of lastability, this is a game that is quick to just pick up and play. If you are only after a 20 minutes to 30 minutes play session, then you will likely keep coming back to a game of this level. Once again, the biggest point being you need to get used to the large sprites, but the game is approachable and moreish.

Overall, this is a game for people that love a heavy rock/metal sound track, with sharp obvious bullet patterns. It certainly looks and feels like a modern shooter, so fans of vintage and classic styling might pass on this game. Ultimately, it is a good example of a quality SHMUP.



## SCORES



Graphics: 15    Sound: 15    Control: 16  
 Fun: 17    Lastability: 17    OVERALL: 80%



**IREM**

**1993**

# IN THE HUNT

**Game Review**

By Graham Pike

**PS4**

I remember, back in the 90s, when this game was in the arcades and a port was done, to Sega's Saturn Console and PS1, too. The version I am reviewing here is on the PS4 and is part of Hamster's Arcade Archives series. I do recall thinking back then, how nice it looked and could have been something you may have seen on SNK's Neo Geo system. As with a lot of Hamster's ports, you can choose to play the Japanese or the English version of this game. For this review, I played the English version. You get a screen sized diagram of what all the buttons do and from this you can see that your submarine, for this is a sea based shooter, not only fires torpedoes forward but can fire missiles upward and depth charges downward.



Before pressing start, you can watch a game demo which shows you all it's 90's style arcade loveliness, with gorgeous, hand drawn graphics and the fact that the game also involves above sea level antics. Even in 2020, it still looks impressive. So press Start and send your submarine out into the blue, watery depths of the South Pole. The 1st thing you'll notice is that although your sub is very responsive to your controls, it isn't the fastest moving



sprite. But then again, it is a submarine. I forgot to mention that there are a comprehensive range of game and screen settings to adjust here but I liked it the way it was in default.

You soon realise that above and below water enemies, all need blowing away and how you achieve this, is very much part of the challenge. While jets, gun turrets and large ships attack from above, other submarines, mines and a host of monstrous creations

attack from below. And of course there are power ups to be freed and collected. Firing at foes above water, requires you to be on the surface, so as you can imagine, a lot of tactical postioning is required in this game. And this becomes more and more important as the game goes on. Developers Irem, are probably best known for creating the R-Type series of shooters, another game that required your hero sprite to be positioned very precisely and strategically, to survive. By the time you complete Stage 1, you'll have realised



already that this is one tough game. There's so much coming at you and even the end boss, who is 10 times your size, moves quicker than your sub. But I found it a fun challenge and you even have to blast your way through the weaker part of



some structures, to find a path through this game. It's a game where trial and error has to be learnt from. Your reaction skills will be useful but will not be enough, on their own, to get you through, In The Hunt.

This game has a flavour all it's own though. It may have a ton of influences but it's stylish, quirky look and intense but fun gameplay come together to create one of the nicest shooters I have come across.





Graphically I love this game. It's large, bold, beautifully drawn, 90s arcade graphics are spot on. It has bags of character detail, with beautiful colouring and lighting. Irem should be really proud of it. The music is again, very much of the era, with plenty of synthetic, rock guitar 'n' drums and stabs of orchestral strings. OK it hasn't aged as well as the visuals but it has a lot of period charm. The SFX are dated and a little uninspiring but do the job OK.

The game controls very well and despite your sub not being super nippy, you soon learn the speed of things and how best to use all the firepower at your disposal. This is a very multi-directional game, as far as firepower is concerned, from both you and your enemies. And as you power up, your skills evolve.

If you do persevere with it, this is a terrific shooter and one I feel, that probably hasn't had the recognition it deserves. It is great fun to play and experience. Yes it's a vintage shooter but that's what I like. This is vintage like an E-Type jaguar not some old, moth eaten, Lambretta scooter, like some.

And this game should last you, too. It's 6 stages may not be the longest but you will have to put a lot in to overcome all that is thrown at you, in it's 2D graphical splendour. And like most quality shoot-em-ups, you will come back to it again and again.

I have to say that Hamster have done a brilliant job in porting this to the PS4. It is tightly programmed and polished in it's presentation. They even offer you extra modes, called Caravan and Hi Score. They do this with most of there classic game ports. I have a ton of Hamster's Neo Geo games on my PS4 and they are all really well done. This is my first from their Arcade Archives series. That being due to the fact that most of them are 80s games and I am more 90s and onward.

I was a big Neo Geo fan throughout the 1990s and for years after the console faded, I often searched for games that could come close to the excellent arcade games that blessed that console. Funnily enough, for some reason, I didn't pick this game up until quite recently. But yes, it was well worth the wait and yes, it shows it's class, as a fine example of it's era and genre.

It could have done with a decent intro and outro, which it doesn't have but other than that, I'd say is a real classic.



## SCORES

**GRAPHICS: 18**

**CONTROL: 18**

**LASTABILITY: 19**

**SOUND: 15**

**FUN: 19**



**OVERALL**

**89%**

