

= Wild Guns =

Wild Guns is a 1994 space western shooting gallery video game developed by Natsume for the Super Nintendo Entertainment System . Set in the Wild West with steampunk and sci-fi influences , the story follows Annie and her bounty hunter Clint , seeking revenge for the death of her family . The player controls either Annie or Clint sidestepping and jumping in the foreground while shooting down enemy robots in the background and dodging enemy bullets . These gameplay mechanics combine elements from third-person shooters and light gun games .

Development lasted five months on a small budget with a team of only three core members and two support staff . The team leads had previously worked together on The Ninja Warriors (1994) for the Super NES , and so chose to develop for that system although more powerful hardware platforms were available . Wild Guns was heavily influenced in its gameplay and artistic design by arcade games such as Dynamite Duke and Blood Bros .. The game 's scenery , characters , and sound design drew ideas from the Western film genre and the science fiction manga Cobra , creating a space western setting .

Wild Guns received positive reviews at its initial release , and in retrospective reviews is considered a cult classic . Critics have praised the gameplay of what has become a niche genre , the cooperative mode , and graphical attention to detail . The game was re-released on the Virtual Console for the Wii in 2010 and Wii U in 2014 . A remaster titled Wild Guns : Reloaded for PlayStation 4 is due for release in late 2016 , featuring classic gameplay with enhancements such as additional characters and stages .

= = Gameplay = =

Wild Guns is a shooting gallery game with an American Wild West setting along with sci-fi and steampunk influences . The gameplay combines elements from third-person shooters and light gun games in a similar fashion to Cabal and Blood Bros .. There are six levels , each with two stages , followed by a mini-boss , and a third stage with a final boss . Single player and cooperative modes are available , as well as target practice allowing two players to compete to achieve the highest score . The story follows a young woman named Annie seeking revenge against the Kid family for abducting and killing her family . She seeks help from renowned space bounty hunter Clint . Although Clint says he doesn 't need Annie 's assistance , she insists , claiming she has a personal vendetta against the Kid family and is a skilled shooter .

The player controls either Clint or Annie in the foreground with the D-pad and must shoot enemies in the background and dodge enemy fire . While holding the fire button down , the D-pad instead makes the gun reticle move . Shooting and moving at the same time is not possible . While the gun is holstered , the player can jump , dive , and roll to evade gunfire . A " Look Out ! " text bubble will appear when one can dodge bullets . Some enemies will throw dynamite sticks at the player , but these can be tossed back . A lasso can be used to temporarily stun enemies .

Both enemies and their bullets can be shot down . Defeating enemies will sometimes reveal item boxes , which can hold precious metals such as gold and silver for extra points , and bombs . Only five bombs can be held at a time , which can be used to clear the screen of enemies . Weapon upgrades may appear after defeating certain enemies . These weapons , such as shotguns and machine guns , will increase the player 's firing speed or damage output . When a player 's bullets hit an enemy , a gauge at the bottom of the screen will gradually fill . Once filled , the player will be awarded with a Vulcan gun , the most powerful weapon in the game which grants invincibility . The gauge will then begin to deplete and the Vulcan gun will disappear once empty .

= = Development = =

Development of Wild Guns began when a small team of Natsume staff was asked to create a game quickly and cheaply while waiting for their next major assignment . The team consisted of three core members : Shunichi Taniguchi for game design and graphics , Toshiyasu Miyabe for programming ,

and Hiroyuki Iwatsuki for sound . Two other people helped as support staff . Although 32 @-@ bit hardware such as the 3DO was already available , the team chose to develop for the Super NES because the three had worked together previously on The Ninja Warriors for that system and considered it to be viable . Development of Wild Guns lasted approximately five months and was led by Taniguchi .

Wild Guns was heavily influenced by Dynamite Duke and Blood Bros. during development . The space western setting was largely influenced by the space western manga Cobra . The screen shaking and mirage @-@ like effects that occur after explosions were influenced by the film RoboCop 3 . When composing the music for Wild Guns , Hiroyuki Iwatsuki drew upon the influence of a western soundtrack " Best Of " CD that Natsume had provided him . He enjoyed listening to the CD both during and after development . The game 's music was created using PC @-@ 98s , a Roland W @-@ 30 keyboard , and a MIDI sequencer . Some sounds came from the Roland Sound Canvas series .

Originally , the reticle could only move up and down , and lateral movement was done by moving the player side @-@ to @-@ side ; this , however , proved to be cumbersome and was changed . The " Look Out ! " text bubble was added because of difficulty judging bullet distances due to the screen 's artificial 3D depth . Clint and Annie were designed in clothing that was emblematic of the time period , and Annie 's dress was chosen instead of jeans to avoid overlapping with Clint 's design and to enable easier animation . The characters ' names were suggested by the American Natsume offices . Due to the game 's low budget , voice actors were not used ; instead , Taniguchi 's voice was recorded in the office bathroom for Clint .

= = Reception = =

The North American version of Wild Guns was set to be released in the third quarter of 1994 and was reviewed at the time , but the release was unexpectedly delayed until the third quarter of 1995 . Reviewers at Electronic Gaming Monthly cited the cooperative multiplayer mode and challenging levels as the game 's strongest points . They declared it one of the best shooters on the SNES and compared it to the Neo Geo game NAM @-@ 1975 . GamePro praised the game for its intense action , fun cooperative multiplayer mode , colorful graphics , and ability to shoot almost any on @-@ screen object . They remarked that the game is difficult even on easy , but that players are rewarded for perseverance . Nintendo Power found the game to have good graphics and control , and complimented the presence of both male and female playable characters . However , they believed the game was not as challenging as other shooters . A 32X version was reportedly planned for 1996 , but never materialized .

In a retrospective Virtual Console review , IGN 's Lucas M. Thomas commended the gameplay depth and the detailed visual presentation . He acknowledged the difficulty , even on easy , but praised the game as one of the best examples of the niche shooting gallery genre . Mat Allen of Nintendo Life found the game to be an excellent example of what the Virtual Console is for : providing gamers chances to experience quality games that were overlooked in their time . He highlighted the release as providing a cheap option to play a game which has become an expensive collector 's item . Critics and Natsume themselves have acknowledged Wild Guns as a cult classic . Todd Ciolek of GameSetWatch cited Wild Guns as one of the best games in a genre that has become a lost art .

= = = Legacy = = =

A new title called Wild Guns : Reloaded for PlayStation 4 was announced in 2016 . The game was developed by the original team and features classic characters and stages but also enhances the original by adding more playable characters , enemies , stages , and up to 4 @-@ player support .